Code Masters

BRILLIANT GRAPHICS

The Warrior Ro craves vengeai — Force Beams seek to destroy you — Droids pursue you. However you have your Photon Lazer and your reactions are fast — your intelligence is high — you CAN survive!

SOUND F.X. BY DAVID WHITTAKER

ACTUAL C64 SCREEN SHOTS

5 015026 010143

COMMODORE 64/128

TERRA COGNITA

Code Masters

1014

— BY STEPHEN CURTIS
C64 CONVERSION BY MARTIN SEXTON

100 SCREENS

THE SCENE

Far into the future, on Krion, a remote barren planet orbiting a dying Sun, three Mining Engineers discover the remains of a Warrior Robot, just its head — one curious Engineer kicked the head, it began to speak and told a terrible tale of mankind's destruction of Krion. . . .

. . . and then the ground beneath began to vibrate, the dust parted, revealing a smooth artificial surface — and they saw that the Warrior Robot head was attached by thick cables to what they were standing on!

Suddenly the head spoke again, this time of revenge. . . .

LOADING

type LOAD press RETURN

CONTROLS:

KEYS

A	= LEFT
S	= RIGHT
:	= UP
.	= DOWN
SPACE	= FIRE

PLAYING TERRA-COGNITA

The game is shown on plan view, with the landscape scrolling down. You play the role of the Mining Engineer, escaping in his small scout ship. You have to make your way over 100 screens of torturous terrain to the mother ship waiting at the end.

But its not easy! The computer has activated force field beams that rise up off the surface. Should the ship hit them, your ship will explode. Droids, controlled by the computer come at you, in wave after wave. Avoid them, or you will again explode!

You have equipped a photon lazer beam, that will shatter the Droids into a thousand pieces. It does NOT have automatic repeat.

Flying over the surface uses up fuel. Your current fuel status is shown as a bar at the bottom of the screen. Should you run out of fuel you will plummet to the surface of the planet and explode. You can pick up fuel by flying over fuel zones.

You have available to you 3 speeds. These are dehyped proton drive (slow), standard proton drive (medium), and warp drive (fast). Upon entering or exiting these speeds the screen will flash. YOU CAN ONLY MAINTAIN THE SLOW AND FAST SPEEDS FOR A SHORT WHILE.

Shooting the Droids gives extra points. You can however pick up BONUS points by flying over a bonus area.

Avoid the time shifts!! These will disrupt the space/time continuum, and take you back to screen one.

Every time you die, you start off on a launch pad.

You can pick up extra lives.

You can pick up force field generators that make you invincible from the droids for a short period. You will turn green to signify this.

Made in England.

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